

Skill	Information technology <i>Computing systems and networks</i>	Information Technology & Digital Literacy <i>Creating Media</i>	Computer science <i>Programming A</i>	Information technology <i>Data and Information</i>	Information technology <i>Creating Media</i>	Computer science <i>Programming B</i>
Year 1	<i>Technology around us</i> Technology Desktop Laptop Computer Mouse Trackpad Login Username Password Keyboard Edit Spacebar	<i>Creating Media-Digital painting</i> Paint tools- fill, brush, shape, line undo Save Retrieve	<i>Moving a robot</i> Robot Direction Command Sequence Predict Program Run	<i>Grouping Data</i> Object Label Group Data Properties Classify	<i>Digital writing</i> Word processor Keys Space Backspace Caps Lock Bold Italic Underline Double click Font Undo	<i>Programming animations</i> Sprite Programming Start block Algorithm Value Programming area Programming block Animation
Year 2	<i>IT around us</i> Information technology Device <i>Examples of IT- Barcode scanner, printer, tablet, chip and pin machine, card reader</i>	<i>Digital Photography</i> Capture Digital photograph Portrait Landscape Format Photography composition Retake Artificial light Natural light Camera focus Effects Edit Adjust	<i>Robot algorithms</i> Outcome Algorithm Execute (run)	<i>Pictograms</i> Pictogram Tally Count Compare Attributes Block diagram	<i>Digital Music</i> Rhythm Rhythm pattern Pitch Musical pattern Sequence of notes	<i>Programming quizzes</i> Green flag (Within scratch Jr.) Background Modify Debug

Year 3	<i>Connecting computers</i> Input Process Output Network Network components Server Wireless Access Point Network switch	<i>Stop frame animation</i> Animation Frame Stop-frame animation Story board Sequence of frames Onion skinning	<i>Sequencing sounds</i> Scratch Backdrop Code Motion block Event block Motion Stage	<i>Branching databases</i> Tree structure Branching database	<i>Desktop publishing</i> Adobe spart Text Image Desktop publishing Return Shift Template Page orientation Place holder Layout	<i>Events and actions in programs</i> Event Action Code Programming extension Pen extension Pen down block Bugs Debugging Outcome Pen trail Set up block
Year 4	<i>The internet</i> Router World Wide Web Online content	<i>Audio production</i> Input device Output device Microphone Copyright Recording Podcast Soundwave view 'Trim' recording Import Align Layers (in recording) Sound effect Background music Audio file	<i>Repetition in shapes</i> Logo (website used) Logo command Code snippet Repeat Loop Count controlled loop Decompose/ decomposition Procedures	<i>Data logging</i> Data logger Data set Data collection Sensors Data points Data file Logged data	<i>Photo editing</i> Rotate Crop Filter Colour effect Cloning Photo retouch Duplicate Combined image	<i>Repetition in games</i> Count-controlled loop Loop Snippet of code Infinite loop Event block Code blocks

Year 5	<i>Systems and searching</i> Digital system Physical connection Electronic connection Computer system Search engine Rank Web search Web crawler Search engine index Content creator	<i>Video production</i> Visual media Store Retrieve Export Reshoot	<i>Selection in physical computing</i> Crumble controller Programming environment Circuit Microcontroller Crumble Sparkle Component Infinite loop Count-controlled loop Condition Conditional loop Selection Action	<i>Flat file database</i> Record Field Database Sorting Grouping	<i>Introduction to vector graphics</i> Vector Vector drawing Alignment grid Resize handle Zoom tool Layers Duplicate (images) Group and ungroup (images)	<i>Selection in quizzes</i> Conditions ‘if...then...else’ structure Program flow Branching structure Setup code
	Year 6 <i>Communication and collaboration</i> Web address IP address Domain Name Server (DNS) Data packet Header Data payload Copyright Internet communication Internet collaboration Security Privacy	<i>Web page creation</i> HTML code Web layout Copyright Copyright-free Fair use Navigation path Hyperlink User experience	<i>Variables in games</i> Variable Program variable Value	<i>Introduction to databases</i> Data input Spreadsheet Cell Cell format Produce calculated data Formula Cell references Duplicate	<i>3D modelling</i> 3D model Three dimensions Lift Lower Workplane Recolour Placeholders	<i>Sensing movement</i> Micro:bit Input, process, output device Emulator Controllable device Selection Accelerometer Operand